Echo Digital Audio Corporation

AudioFire 2
AudioFire 4
AudioFire 8
AudioFire 12
AudioFire 8a
AudioFirePre8
Gibson RIP
Release 5.7.6 for Mac OS X

DISCLAIMER 2

RELEASE INFORMATION 2

SUPPORTED OPERATING SYSTEMS AND HARDWARE 2

CHANGES 3

KNOWN ISSUES 3

INSTALLATION 4

AUDIOFIRE2 AND AUDIOFIRE4 PLAYBACK ROUTING 5

USING MULTIPLE AUDIOFIRES 6

Connecting to your computer 6
Clocking 6
Naming convention 6
Using the console 6

VERSION HISTORY 7

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Disclaimer

Please be aware that these drivers are used at your own risk; Echo Digital Audio Corporation is not responsible for any damage or loss incurred by the use of these drivers.

Release Information

This release of the console and firmware provides several fixes and improvements for all AudioFire products.

As part of Echo's partnership with Gibson Guitar Corporation, the console now supports the Gibson RIP as well as the Echo AudioFire products. The console has been renamed the Echo FireWire Console to reflect this change.

Supported Operating Systems and Hardware

This release supports OS X 10.4 or greater. We recommend that you update to the latest version of your operating system.

The console will run on Intel Macs. If you require support for Power Macs, please contact Echo customer service.

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Changes

- Improved firmware update reliability

Known issues

- MIDI port names always appear as “Plug 01”

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Installation

1. Drag the Echo FireWire Console to your Applications folder
2. The first time you run the console it will check the firmware version in your device.
3. If your firmware needs to be updated, select “Yes” and your firmware will be updated.
4. Reboot your device.

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AudioFire2 and AudioFire4 Playback Routing

The AudioFire2 and AudioFire4 now support routing playback from the computer to different physical outputs.

Audio applications see the AudioFire's outputs listed as "Playback 1" through "Playback 6". Using the console, you can then route the playback channels to either the analog outputs, headphones (AudioFire2 only), or digital outputs. Each playback pair can be independently routed to any of the outputs. You can also duplicate playback pairs so the same audio goes to more than one set of outputs.

To change the routing, open the Echo FireWire Console. Select the Settings tab; near the bottom of the window you will see the new routing control.

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Using Multiple AudioFires

The Echo FireWire Console offers a lot of flexibility in the way multiple AudioFires can be configured. But, there are some rules that must be followed in order for your AudioFires to work together. These are instructions and guidelines for using multiple AudioFires together.

Connecting to your computer

You can connect multiple AudioFires to your computer by daisy chaining FireWire cables (connecting one AudioFire to the next) or by connecting each AudioFire to a different FireWire connector on your computer. AudioFire12's and AudioFire8's can be mixed in any order and the clock master can be anywhere in the chain. When using an AudioFire12 and an AudioFire8 at the same time, 192kHz will not be supported.

Clocking

When using multiple AudioFires, they MUST BE clock synced together. Using a BNC word clock cable or a S/PDIF cable, connect from the out to the in of the next AudioFire. In this manner, each AudioFire must be daisy chained. The first AudioFire in the chain is the clock master, the rest are clock slaves. On the "Settings" tab of the Echo FireWire Console you must set each AudioFire to the correct clock settings. The clock master should be set to "Internal" clock and the slaves should be set to "Word" clock or "S/PDIF" clock. If these settings are changed while audio is running, sync will be lost and your AudioFires will stop working until they are re-synced and the audio is restarted.

Naming convention

Each AudioFire is given a unique name based on its serial number. You'll see this unique name in the console, Audio Control Panel, Audio MIDI Setup and in your audio application.

Using the console

With multiple AudioFires, multiple console windows will open when you open the console. Each console will be identified by the AudioFire's unique name. If one console window is closed, all windows will have to be closed and re-opened in order to restore it.

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Version history

5.7.6

- Improved firmware update reliability.

5.7.3

- Fixed analog input inversion for AudioFire 12
- Fixed bug with AudioFire 12 front panel LEDs
- Output is muted while writing to flash memory
- Fixed minor error with the console
- AudioFire 2, 4, 8a, and Pre8: Fixed bug with saving and restoring the clock source
- AudioFire 8a and Pre8: Fixed bug with saving and restoring the digital mode
- Command-W now works properly
- Shutting down the Mac with the console open now works properly
- Fixed a problem with accessing the console from multiple user accounts
- Made firmware update more robust

5.7.1

- Fixed a bug with saving settings to flash memory on Snow Leopard

5.7

- Minor bug fixes

5.5

- New optimized firmware for all devices
- Integrated RIP and AudioFire console
- Support for the new Gibson Dusk Tiger guitar
- Fixed the problem with the console window position not saving
- The S/PDIF output format switch is now correctly displayed for AudioFire 8a and AudioFire Pre8.

4.8

- Added playback routing to the AudioFire 4
- Added a window selection menu to the console
- Added playback solo buttons to the console
- You can now verify and rewrite the firmware from the console
- Added a "copy to clipboard" button to the console so that you can easily send the current version information in an e-mail
- Pan knobs can now be ganged
- Added timeouts to the console

4.6

- Added playback routing to the AudioFire 2.
- Added save and load hotkeys to the console- press command-S to save and control-O to load.
- You can now click on the numerical readout below each fader on the console and enter a value. Pressing the Tab key lets you step between each fader readout.
- The console will now remember the last folder used to save or load a session.

4.3

- Inputs and outputs should now be labeled correctly in applications such as Audio MIDI Setup and Digital Performer

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- The AudioFire 2 & 4 firmware has been rewritten; FireWire timestamps are now more accurate.
- The console now has activity lights on each tab.

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4.2

- The firmware has been extensively optimized, with particular attention paid to AudioFire 12.
- Fixed a problem with AudioFire 2 and 4 restoring the settings for the +4/-10 buttons.

3.1.1

- Firmware update to correct a problem with playback on AudioFire 8 and 12.

3.1

- Phantom power for the AudioFire 4 is now saved and restored with console sessions.
- Firmware fixes for improved Mac OS X support.
- Firmware tweak for AudioFire 12 to improve playback at 176.4 and 192 kHz.

3.0.5

- Console hardware identification - when you select the console window, an LED blinks on the corresponding AudioFire device. This is useful when you have multiple AudioFire units attached. (AudioFire 8 and 12 only).
- The LEDs now blink on startup (AudioFire 8 and 12).
- The meters on the console are more accurate.
- The console now automatically detects when AudioFire devices are connected or disconnected and displays or hides the console windows accordingly.
- Word clock now works at 32 kHz.
- Fixed a bug with the console remembering which output tab was previously selected.
- Fixed a bug in the console where the session file name extension could be set incorrectly.
- Fixed a firmware bug with handling command packets from the computer.
- Fixed a firmware bug with handling FireWire bus resets.
- Better support for Mac OS X's FireWire audio driver.
- Fixed a firmware bug with AudioFire 2 and AudioFire 4 with restoring mixer settings from flash memory.

2.0.6

- Fixed a bug that could cause MIDI data to be lost.
- 192kHz is now supported on AudioFire12
- Nominal level settings have been added
- Flash update shows version number
- Console fonts show up correctly in 10.3.9
- Support for multiple AudioFires.
- Native support for Intel Macintosh.
- Firmware update is build into the console.
- Support for 32kHz
- AudioFire12 meter time delay.
- AudioFire12 input clipping on positive phase problem.
- Occasional loss of MIDI data is corrected.

2.0.2

- Initial beta release

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